

SPECIAL LYNX PROMOTION ON NOW

Atari is just beginning an advertising campaign and offer for the Atari Lynx Portable. For a limited time you can purchase an Atari Lynx for just \$79.95 and not even have to step out of your home to do so. By calling (800) 327-5151, you can purchase an Atari Lynx, charge it to your credit card and get FREE Federal Express delivery. You can call until December 21, 1992 for Christmas delivery. This special Atari offering will expire on January 31, 1993. For anyone without a credit card, you can send a check or money order to Atari Lynx, PO Box 61657, Sunnyvale, California 94088-1657. There are over 50 games currently available for the Lynx.

INTERNATIONAL SOFTWARE CATALOG UG OFFER

The 1992 International Software Catalog (Item# C303288-001) is now available from Atari Corporation. The catalog has more than 400 pages, contains nearly 500 entries, and features almost 175 screen shots. Categories covered include Publishing and Graphics; Multimedia and Hypertext; Personal Productivity; Connectivity and Communications; Music; Business; Education; Entertainment; Computer Aided Design; Medical; Development Tools and System Software; and Peripherals. Atari Falcon030 listings are also included. Along with the product description the reader is provided with developer information designed to help them acquire the product if it is unavailable from their local dealer. Suggested retail prices are also listed. If your local dealer runs out of catalogs you may order your catalog directly from Atari by writing to: Atari Customer Relations, International Software Catalog, PO Box 61657, Sunnyvale, CA 94088. The price is \$12.00 per book. Add 8.25% sales tax if ordering from California, Illinois, or Texas. Also include \$5.00 shipping and handling per order. Payment may be made by check, money order, MasterCard, or VISA. (Allow 2-4 weeks additional if paying by personal check) For a limited time, any registered user group may purchase the catalog in lots of 10 books. When ordering a lot of 10 books the cost would be \$10.00 per book plus \$8.00 shipping for the lot.

FALCON PRICES

An Atari dealer in Wisconsin has released its prices for the Falcon030. They report that initial machines will only be available with 4-meg RAM and a 65meg internal IDE hard drive. Availability is expected in December. Down payment is required for reservation, and first come, first served. Falcon 1 Meg RAM, No Hard Drive \$749, Falcon 4 Meg RAM, No Hard Drive \$929, Falcon 4 Meg RAM, 65 Meg Hard Drive \$1199 and a Falcon 14 Meg RAM, 65 Meg Hard Drive \$1899.

WINTERTREE SPELLING SENTRY ANNOUNCED

Wintertree Software recently announced the release of Spelling Sentry version 1.10. This new version incorporates many new features suggested by Spelling Sentry owners. Spelling Sentry is a desk accessory that adds spell-checking capability to virtually all other accessories and GEM programs. A key feature of Spelling Sentry is its ability to detect spelling errors in real time, while you type. It can also check disk files and the GEM clipboard, and can expand abbreviations in real time. Spelling Sentry's dictionary contains over 100,000 words. The price of Spelling Sentry 1.10 remains at \$59.95. Spelling Sentry is available from Atari dealers, or directly from Wintertree Software Inc. Registered owners of Spelling Sentry 1.00 get a free upgrade. Patches

to convert Spelling Sentry 1.00 to 1.10 are available on CompuServe and GENie. Or, you can send your original Spelling Sentry disk and a check or money order for \$3.00 to cover postage and handling. For more information, contact: Wintertree Software, 43 Rueter St. Nepean, Ontario Canada K2J 3Z9 (613) 825-6271.

OUTBURST 3.0 ANNOUNCED

OutBurST! is a program that reduces the time that Pagestream takes to print data to HP LaserJet and HP Deskjet compatible printers. With OutBurST! installed on your ST, the time to send a page of data to the printer from Pagestream can be as short as 13 seconds! This compares to times as long as 323 seconds using the standard built-in TOS routines. Version 3.0 of OutBurST! contains a unique "Auto-switch" printer spooler that can optimize not only your graphic output, but also text based output. Also new to version 3.0 is a clearly written 16 page manual that will lead you through the installation and operation of OutBurST! Among the new features is the setup editor (OBSET) that will allow you to set the spooler size and select programs that should not utilize the spooler (Pagestream, Calamus, Touch-up, Desktop Publisher ST, etc.). If you wish to override the automatic spooler status, the OutBurST! Control Accessory can be used to change the setting while in any GEM application. OutBurST! version 3.0 is available from: Straight Edge Software, PO Box 6407, Nashua, NH 03061. To order send \$25 plus \$2 shipping and handling. If you are a registered user of previous versions, send original disk and \$10.

FTC CLOSES INVESTIGATION

The FTC (Federal Trade Commission) has closed a sweeping antitrust investigation of Nintendo without taking any action against the companies. The FTC opened its investigation in 1990 in an apparent effort to determine possible validity in allegations in the media, courts and Congress that Nintendo's success came about by monopolization and other unfair methods of business competition. In September, the New York Attorney General's Office closed its separate antitrust investigation of Nintendo and in May a San Francisco jury vindicated Nintendo in a monopoly action brought by Atari Corp.

WORDPERFECT SHIPPING VERSION 5.2

WordPerfect began shipping WordPerfect 5.2 for Windows, an upgrade to WordPerfect 5.1 for Windows that began shipping a year ago. WordPerfect 5.2 for Windows ships with Grammatik 5 from Reference Software International, as well as Adobe Type Manager and a selection of fonts created specifically for WordPerfect. Other enhancements include a graphical installation, better network installation, conversion for Microsoft Word for Windows 2.0 and Lotus Ami Pro 2.0, and an enhanced RTF conversion. The Speller has a simplified interface and also finds and displays misspelled words and suggestions faster.

NINTENDO GAMES PIRATED

Nintendo stated this week that Hong Kong customs agents raided 40 wholesalers and retailers and three manufacturers of pirated Nintendo video game cartridges. The raids, which took place between Nov. 24-29 and involved over 130 Hong Kong Customs officials, resulted in the seizure of infringing video game cartridges and accessories, components and containers for infringing video games valued at about HK \$30 million, and 30 persons arrested.

NEW POLL SHOWS VIDEO GAMES TOP LIST

According to a Gallup Poll, a telephone survey of approximately 500 children, ages 7-16, 63 percent of responding children said they "really want" a video game system for the holidays, followed by portable video games (54 percent) and video game software (43 percent). Remote-control vehicles ranked fourth in popularity (31 percent), just ahead of pre-recorded video tapes (29 percent). Despite the winter weather, 28 percent said they really want a water gun, ranking ahead of board games (21 percent). The North Pole Poll was conducted independently by The Gallup Organization in November for Nintendo.

NEW MONTHLY CONFERENCES

Bob Brodie recently informed Z*Net about NEW monthly RTC's (Real Time Conferences) that will take place on GENie. The first Friday of every month in the GENie ST RT beginning at 10pm eastern. This series of conferences are titled, Dateline: Atari.

AEO RETURNS

Atari Explorer Online Magazine will return December 5, 1992 with exclusive COMDEX coverage by Bob Brodie, columns from other AEO regulars Ron Robinson and Travis Guy.

FIRST RTC ON GENIE FROM HONG KONG

By Jon Clarke

Over the last seven years I have been involved in the Banking Industry, in a division called Electronic Banking. Basically this involves a client of the bank communicating via a PC and a modem to the bank to send and receive banking related instructions. Many of you may know of it as some form of Electronic Cash Management, here in my bank we call it Hexagon.

Recently I changed banks and was able to take a flying world trip around the world to meet my offsidars and to learn about the banks products. (This trip was in Z*NET International 1991) Being able to take this opportunity to travel to countries I would other wise never visit I decided it would be a great idea to keep in contact with my household as well as my many friends in the Global Village via the GEIS network, GENie.

This I did with great success in the United States, United Kingdom (London), and from Frankfurt in Germany. (A belated thanks Mike) The last part of the trip took me to Hong Kong and our Head Office (I work for HongkongBank, the tenth largest bank in the world). While I was in Hong Kong I was able to logon to GENie via the Local GEIS ports (as most users in the USA do on a daily basis) after a quick call to GEIS HK to have the port BAR removed.

Well here we are now some 13 months later and it is time for our annual Hexagon Conference in Hong Kong. Having connected to GENie last year from Hong Kong, I decided it would be a great idea if we could get a

RoundTable Conference (RTC) going in the Atari section this time. So I dropped some email to Darlah the Chief bottle washer and Head Sysop of the Atari RoundTables. I pointed out to Darlah apart from my email and posting to the Atari Bulletin Board (BB) on GENie last year a live RTC from Hong Kong would be a real first for GENie. Firsts are something in this day and age there are not a lot left to do.

With the banner placed on the Atari RT front door and my plane tickets burning a hole in my pocket, on Sunday the 18OCT92 I was off for an eleven hour flight to Hong Kong.

I left here (New Zealand, next stop the South Pole) on a very nice spring day, sunny and 15 degrees Celsius. When I arrived six hours after I left home (time zones are great things) it was 26 degree Celsius and the beginning of winter. I wish our winters were as warm.

I went through immigration and customs without too much hassle and headed off to the hotel on Hong Kong Island. I think I should point out here very quickly a few little points about Hong Kong.

- Hong Kong is made up of Hong Kong Island, Kowloon and the New Territories governed as a protected territory by the United Kingdom.
- Population is about 6 million in the size of Lake Taupo (look on your globes, maps, at middle of the North Island of New Zealand)
- Work hours (average) 9am to 6pm Monday to Saturday (9am to 1pm)
- One US Dollar equals roughly seven point eight Hong Kong Dollars (\$USD1 = \$HKD7.8)
- There is nothing you can not get in Hong Kong except fresh MILK (grin)
- They have some of the best telecommunications in the world, from X25 to Satellite TV (Star TV in NICAM Stereo, I loved it)
- The time difference is 12hours ahead of Eastern Standard Time (sorry Darlah)
- They play a great game of Rugby not NFL!

I saw some friends on Sunday night and arranged to be in the office early next morning to test the local GEIS PADS. I had to be at another office where I had a two day attachment prior to the conference which started on Wednesday, by 9:30am.

So it was a flying trip to our Group Head Office Global Electronic Banking centre and onto a terminal and there I was calling GEIS HK at 8am on Monday morning. All is well I thought, up came the CONNECT 2400. Now I thought remember the HHH (we do not do this on PDN connections to GENie). So it was HHH and there was home the "U#" prompt.

I entered in my ID and PASSWORD, up came the Welcome to GENie and I let out a big sigh of relief as it was going to work for tomorrow's RTC.

Then up came the tell tale local access bar *LOCAL CALL PROHIBITED* .

"Ah heck" were not quite the first words I uttered but I knew this may happen. So with the help of Owen Choi (Chief Wizz kid and all round nice guy) we managed to get a hold of Mr Sze Wai (pronounced C Y) Leung, Manager of Client Services and Development at GEIS Hong Kong (HK). I told Sze Wai of the problems I was having but alas he could not understand what I was referring to. (ever had a day you should have stayed in bed?)

I explained at great length the problem was at the GEIS HK local port,

it had a bar on it and he could remove it in about ten minutes. I will give Sze Wai his credit as he is a customer service person and not a telecommunications techo. He said he would get in contact with their (GEIS) techo's and I could ring back in 30 minutes.

"Ah heck " for the second time in 10 minutes came the cry.

I was now overdue for my attachment so I suggested he call Owen and I would pop back at lunch time and give it another go. He told me "no problems" it will all be sorted out by then and I can relax. (Just what I needed to hear).

Twelve o'clock came and I shot upstairs (18 stories) and asked Owen what the outcome was? He said it was all go but he could not try it as I took my codes with me (opps). So we popped on and the same problem again. Now I have a loooooong fuse but this was getting to me a little to say the least. So another call and this time we had the techo's monitor my call and logon to GENie.

They (GEIS Techo's) saw the problem, great but it was afar as they were concerned was a USA problem not a Hong Kong problem.

After ten minutes of me saying it is a Hong Kong problem and them saying no it is a USA one I gave up and asked how they can fix it. They said they would have it all fixed by 4pm and I should try then. At this point I suggested if they can not fix the local pads I would need to be in their office by 9:30am the next morning to do the RTC from there.

Sze Wai said "OK, but you will not need to." (grin.. hind site is a great thing!)

Come 4pm on Monday afternoon, we were still no where and the ports were still barred. However Sze Wai mentioned GEIS had on-sold the GENie access to the local carrier in Hong Kong, Hong Kong Telecom, Datapak.

There was it turned out X25 access to GENie and I could access via Datapak as a last resort.

Great, success at last I thought. But we did not have the Datapak login code (Network User Identification, NUI) and after a quick call to Datapak it would take 3 weeks to get one (why did I get up today?) We rang GEIS and told them of our demise and they suggested we go over to their offices in the morning and do it all from there.

At this point a simple RTC was turning into a nightmare, as Sze Wai also mentioned he had not been notified by GEIS USA about this access and now needed a fax or PC MAIL to say it was OK for me to do this RTC from their offices in HK.

So with an appointment at 6pm pending I rang Darlah in the United States and woke her up as it was only 5:55am EST. After getting down on bended knee over the phone and apologizing for waking her up at this ungodly hour, I proceeded to spout forth what had transpired with GEIS HK I then asked if she could arrange for a fax to GEIS HK and GEIS OZ with all the RTC details.

I would like to state for the record my sincere thanks to Darlah for her help, and Nathan yes she does sound a million dollars at 6am (grin).

Well I missed my 6pm appointment needless to say, so a group of us

decided to go and visit the old computer haunts in Kawloon. Brain and Linda from London along with Isabel from the Channel Islands joined us and we set forth to Sham Shu Po on the MTR (subway).

Now imagine if you will a small three story shopping mall full with not 20 not 100 but in its heyday 1200 computer stores.

The Golden Shopping Centre has long been a Mecca to computer users of all sorts for many years. They deal with every thing from Game Boys, cd-roms, software, hardware, and every conceivable computer related item and part in between. All the latest computers are on show and for sale either as a complete unit or as sub systems.

I liken this and the Mong Kok computer centres as the closest thing to computer heaven there is on earth. (I think this about covers it)

Want software.. OK what do you want it for. Remember like many countries most of it is targeted at the IBM and clone markets but a sample of things catered for are ..

- MS-DOS - Windows - OS/2 - Unix - Mac
- Atari (16bit an 8Bit) - Amiga (16bit and 8bit)
- Hand held games machines - Gameboy, Lynx and many more
- Home Games consoles 2600 and many more

What sort of software do you want

- Word processors - Communications - Games
- CAD - Utilities
- etc etc etc etc etc etc etc

When do you want it? Did I hear you say "WHAT?" Yes it is a sad fact but a lot of the software, manual and hardware for the matter are pirated! Produced while you wait for an average of \$USD3 to \$USD10 per package. Don't get me wrong here NOT all places are doing this just a few.

What hardware do you want? Want a cloned or as the chap said "a reversed engineered MAC " for 2/3rds of the USA price. The hardware is very good value indeed. I brought a modem, mouse and a few other bits and pieces for the systems here at home at 2/3rds the local retail price.

I am not going to spring any revelations on you here but if there is anything you want I suggest it is only a matter of looking for it. (See the GENIE ATARI RTC file for more details)

After four hours of touring Sham Sho Poo we headed to Mong Kok and then off to Jordan to the "Night Markets". A few thousand Hong Kong Dollars later I was back in the hotel room hoping that Darlah and GEIS USA had managed to get the fax off to Hong Kong.

My early morning call duely arrived and I was off to work. A quick call to GEIS HK and yes they had received the fax and were expecting me down at Taikoo Shing at 9:30am.

I had a local chap assigned to me to get there and off we went. A \$HK80 taxi ride later we arrived. If I did not have the local chap I would have been lost as GEIS are on level 9 and access is from level one.

When I did arrive at the reception desk I must say I was surprised indeed. My hats off to the GE management for the presentation of their reception area. A big marble GE behind the receptionist certainly set the flavour of this operation.

Sze Wai arrive and asked me to follow him to his office. Here he has set up a PC, modem and the old reliable GE software "TSI" (yuck I personally hate TSI- Time Share Interface).

A quick call to Datapak, and after entering the NUI here is what appeared ..

```
Datapak: call cleared - remote request Datapak: 5500 066
Communications disconnect
Error code = 5060
NO CARRIER
```

Opps, what was happening? After another re-try we were on GENie and underway with the RTC. I would like to apologize for my typing on the RTC at this point. I often make mistakes when typing and rely heavily on the delete or backspace key (don't we all?) and this version of TSI did not have one nor did have a chat option so I lost where I was typing a few times.

Lou managed to get ahold of me and we were underway with the RTC for just over an hour and a half. (see transcript for details)

I would like to thank the following people for allowing me to get the RTC from Hong Kong together after a nerve racking 24hours..

- Darlah Potechin Atari RTs
- Nathan Potechin
- Mr Sze Wai Leung Manager GEIS HK
- The staff of GEIS Hong Kong
- Mr Jim Starr, GEIS Network Manager Sydney Australia
- The GENie crew.
- The GEB crew at HSBC GH0

```
##### PERUSING GENIE
##### Compiled By Ed Krimen
##### -----
```

Some messages may have been edited for correct spelling, grammar, and irrelevant material.

GENIE POST OF THE YEAR

```
-----
==> In the "Atari Magazines" category (15)
==> from the "Z*Net Atari Online Magazine" topic (9)
```

```
Message 12          Sun Nov 29, 1992
S.WINICK             at 06:39 EST
```

Bob, Thanks for clearing up the FCC certification questions. It's great to have you back online on a regular basis once again, providing

everyone with accurate and timely information. Of course, I'm sure the instigators of the rumor mills will just look for other areas to find criticism and frustration.

Giving Atari's Director of Communications back the ability to do his job most efficiently and provide the Atari community near instant accessability through the online services is definitely another move in the correct direction.

I did a demo for a nice couple who came in yesterday looking for a new PC-clone to replace their aging 286. Of course they were drawn to the PC-cludge we keep on hand for just that occassion. And, like the typical PC shopper, they of course "didn't want an Atari". As the discussion progressed, they eventually got around to asking my opinions on various aspects of hardware and software and when they discovered that I really "used" the Atari platform myself for everything, asked to see one. ;-]

Needless to say, by the end of the session they, like the large majority of shoppers we see, kept asking over and over again why Atari doesn't let everyone know about their systems. They were blown away by the TT's power and speed. How 'bout Word Perfect? Click.... there it was. How 'bout Lotus123. Click.... there was LDW Power! How 'bout desktop publishing. Click.... there was Calamus. Goodness... look how fast and it's REALLY What You See is What You Get! Oh, but printing on their laser printer at work takes forever. Click.... now watch this..... <grin>, How long does that flatbed scanner take to scan in a page..... click..... <another grin>. How 'bout graphics and sound? Click..... Oh, but he has to do some CADD work also. <biggest grin of the day> Click..... DynaCADD! Ah, but how much does that 19" TTM195 monitor cost and how much does the graphics card cost that must also be needed? <yet another big grin>. What, "you mean to tell me that's a STANDARD monitor for this system?"

As usual, they left believers! The systems are great; always have been. The problem has always been in finding an effective means of making them visible and accessible to the public. Getting the information out.... that's part your job, Bob. As Director of Communications you must be allowed to communicate! It's great to see that you're once again being allowed to do that job in the most effective manner.

Welcome Back!!
Sheldon (IADA/Computer Studio - Asheville, NC)
=====

350,000 BIRDS?!

--> In the "Atari Corporation Online" category (14)
--> from the "Atari Falcon 030 Computer" topic (20)

Message 85 Fri Nov 27, 1992
BOB-BRODIE [Atari Corp.] at 18:22 EST

I'm a little at a loss where the current projections of Falcon production is coming for? Who's the source for this rumor??? Our production forecast is for approx. 350,000 machines for 1993. Half of those are earmarked for the US. Crunch all you want, and we'll make more.

:)

Re the PC emulator for the processor slot...the one that was shown at COMDEX was an early working prototype of a 286. The 286 version will be sold very inexpensively, and there will be a 486SX version available by January. In color.

regards,
Bob Brodie

=====

I WANT MY ATARI EXPLORER!

--> In the "Atari Corporation Online" category (14)
--> from the "Atari Explorer" topic (30)

Message 112 Fri Nov 27, 1992
S.JOHNSON10 [Steve] at 04:33 EST

I know there are changes going on, but WHEN will Atari Explorer resume publishing and ON A REGULAR (bi-monthly) BASIS?

Message 113 Fri Nov 27, 1992
EXPLORER.1 [Ron] at 15:40 EST

Steve, The objective is to get Explorer back on a regular publishing schedule early next year. The first Lindsay/Meers issue is at the printers now. Articles for the following issue (MIDI theme) are in edit now, and planning is taking place for the third issue.

I know the delays are frustrating but everyone really is doing the best they can to get things back on track. The patience of our subscribers is very much appreciated.

Ron @ Atari Explorer

=====

BITSTREAM SPEEDO

--> In the "Atari Corporation Online" category (14)
--> from the "Speedo GDOS" topic (35)

Message 62 Fri Nov 27, 1992
EXPLORER.5 [Bob] at 17:07 EST

Bob, I agree with your headache over yet another proprietary font system. It's an old story, however, and the argument in favor of a unified font system doesn't seem to have made much impression on developers.

Until now. Bitstream Speedo fonts are not proprietary in the sense that only a limited number of applications use them. Bitstream is an established font foundry that has a wide enough market base to provide some security in the format. Bitstream provides real support to application developers wishing to access their fonts. Calamus probably won't support Speedo format, but I'll bet real money that PageStream does.

Now here's where the GDOS concept shows its beauty, maybe the only beauty it has. Any application that supports GDOS doesn't have to go through the development cycle to support scalable Speedo fonts. Once Atari releases the new GDOS, applications such as Wordflair can immediately use the new fonts, including any fonts you can get from third parties.

I'll agree that using the Speedo format instead of the more common Type 1 format may be questionable. The only reason I can think of for doing that would be to improve screen display speed, and there hasn't been an answer from Atari on that yet. But it's better than using Imagen's format, and better than anything we've had before.

Now all Atari has to do is actually release a working version.
Hopefully soon.

=====

WHERE'S THE LYNX?

--> In the "Lynx - The Game Machine" category (36)
--> from the "General Lynx Info And Discussion" topic (5)

Message 61 Mon Nov 30, 1992
S.JOHNSON10 [Steve] at 01:54 EST

Well, it's the end of the BUSIEST shopping weekend of the year and my local Toys 'R' Us (Atari's seemingly 'pride & joy' of Lynx outlets) STILL has no Lynxes to sell (and hasn't for at least 2 1/2 MONTHS). I guess it's about time I sell mine while it's still worth something??? And yes, I'm a bit pissed off. Things like this don't make me feel any more optimistic about Atari management FINALLY getting the hang of how to run a company.

Message 62 Mon Nov 30, 1992
REALM [Joey] at 04:39 EST

Steve, No offense, but how is the lack of Atari management even remotely related to your happiness with the Lynx? Atari could fall over dead tomorrow and I'd still be playing mine. I've already had enough fun to cover the cost. If you've played it 15 or 20 hours it's already cheaper per hour then going to the movies.--)

Message 63 Mon Nov 30, 1992
FAIRWEATHER [David] at 10:16 EST

Right now, Toys R Us in Ventura, CA actually has their best selection of Lynx machines and carts since they started carrying the Lynx, so I don't think you can generalize too far from your local store, Steve.

Message 64 Mon Nov 30, 1992
D.ENGEL [Thunderbird] at 18:25 EST

It really sucks to get a Toys R Us flier in the paper twice a week or more, with whole pages taken up by the Game Toy and another two page spread of the Game Gear, and no sign of the Lynx.

I understand that these fliers are paid for by the companies whose products are being featured, and do not reflect the attitudes of the Toys R Us staff. In other words, Sega and Nintendo pay Toys R Us to

place the ads in their flier.

Don't complain to the store if you don't feel they are giving the Lynx a fair shake. They are. Someone else is at faultless.

Message 65 Mon Nov 30, 1992
T.MCCOMB [=Tom=] at 18:35 EST

That really is a silly position. Umm, err, then again... Say, Steve, I'll pay you \$30 for that worthless LYNX system you have there. Yeah, that's the ticket!

Say they may go belly up next week... it's value could drop to \$10... Better jump on that \$30 offer!!

Message 66 Mon Nov 30, 1992
JOHN.KING.T [JOHN KING T] at 21:37 EST

Steve, I was at my local Toys R Us this weekend in Burbank, CA. They DID have LYNX's in stock. I looked behind the "cage" and my guestimate was about three dozen.

The Babbage's in my local mall in Glendale, CA has given the LYNX priority over the other hand-held game systems by putting the LYNX "up front." The Electronic Boutique, in the same mall, even has a custom LYNX sign.

I guess you don't live in the right part of the country.

=====

THE Z*NET COMPUTER CALENDAR 1992-1993

Schedule of Shows, Events and Online Conferences

December 4-6, 1992

The Computer Graphics Show 1992 at the Jacob Javitz Convention Center in New York City. This is a CMC event. For more information call; (203) 852-0500, extension 234.

December 12, 1992

Lake County Atari Computer Enthusiasts (LCACE) will hold the 1992 LCACE Christmas Party and Swap meet. It will be held in the Auditorium of the Waukegan Public Library on County Street in Waukegan. The LCACE MIDI sig is planning a "jam session", there will be a door prize raffle, and games and other activities for everyone. In addition to the party, there will be a hardware and software Swap meet. No admission and No table charge! Doors open at 1:00pm. For more information information, call Pegasus BBS at 708-623-9570.

December 15, 1992

Zenobot, GENie user and writer for AtariUser Magazine and publisher/ Editor of the ST Gamers Digest Online Magazine will be the GENie ST RT guest for a night of game discussion. Zarth will answer your questions concerning which games to buy for Christmas. This conference begins at

10:00pm EDT.

December 20, 1992

Eugene, Oregon. Atari SWAP MEET planned at the GATEWAY MALL MEETING PLACE. The hours have not been finalized yet but tentively they will be 10am - 5pm. There may be a small admission fee this year (no more than \$1.00) and there may be a table fee.

December 24-25, 1992

Christmas 1992! Spend time with your loved ones! Hope you bought an Atari product for your favorite person!

December 31/January 1,1993

New Years Eve, New Years Day! Happy New Year! Make those resolutions stick this time around!

January 4, 1993

Dateline: Atari RTC on GENie. Bob Brodie will be the guest speaker at this regular monthly ST Roundtable conference. Scheduled start times for all GENie conferences are 10pm EDT.

January 6-9, 1993

MacWorld Expo in San Fransisco California, Sponsored by MacWorld Magazine. Titled San Fransisco '93 at the Moscone Center.

January 7-10, 1993 (Corrected Date)

The Winter Consumer Electronics Show comes to Las Vegas, Nevada. CES is an electronic playground, with everything in the way of high tech toys for kids and adults. Game consoles and hand-held entertainment items like the Atari Lynx are big here, and Atari will attend with a hotel suite showroom. Contact Atari Corp for more information on seeing their display at 408-745-2000.

January 12-14, 1993

Networld '93 in Boston, Massachusettes

January 15-18, 1993

NAMM is the largest conclave of musicians each year. Held in Los Angeles at the Anaheim Convention Center, the variety of sights at the National Association of Music Merchandisers is wilder than at Disneyland, just next door. Atari was the first computer manufacturer to ever display at NAMM in 1987, and has become a standard at the shows. A trade show for music stores, distributors, and professionals of every strata, entertainers are seen everywhere at NAMM. Contact James Grunke at Atari Corp for more information at 408-745-2000.

February 2-4, 1993

ComNet '93 in Washington, DC.

March 1993

CeBIT, the world's largest computer show with 5,000 exhibitors in 20 halls, is held annually in Hannover, Germany. Atari traditionally struts its newest wares there, usually before it's seen in the USA or anywhere else. In '93, the Atari 040 machines should be premiering, and this is the likely venue. Third party developers also use this show to introduce new hardware and software, so expect a wave of news from CeBIT every year. Atari Corp and the IAAD coordinate cross-oceanic contacts to promote worldwide marketing of Atari products, and this show is an annual touchstone of that effort. Contact Bill Rehbock at Atari Corp for information at 408-745-2000.

March 13-14, 1993

The Sacramento Atari Computer Exposition is to be sponsored by the Sacramento Atari ST Users Group (SST) at the Towe Ford Museum in Sacramento, California. This show replaces the earlier scheduled, then cancelled Northern California Atari Fest for the Bay Area, to have been held in December 1992. A major two day effort, the SAC show is being held in the special events area of the Towe Ford Museum, home of the worlds most complete antique Ford automobile collection. As an added bonus, admission to the museum is free when you attend the Expo. The museum is located at the intersection of Interstates 5 and 80, just 15 minutes from the Sacramento Metropolitan Airport. Contact Nick Langdon (Vendor Coordinator) C/O SST, P.O. Box 214892, Sacramento, CA 95821-0892, phone 916-723-6425, GENie: M.WARNER8, ST-Keep BBS (SST) 916-729-2968.

March 21-24, 1993

Interop Spring '93 in Washington DC.

August 3-6, 1993

MacWorld Expo at the Boston World Trade Center, Bayside Exposition Center and sponsored by MacWorld Magazine. This event is titled Boston '93.

September 18-19, 1993

The Glendale Show returns with the Southern California Atari Computer Faire, V.7.0, in suburban Los Angeles, California. This has been the year's largest domestic Atari event, year after year. Contact John King Tarpinian at the user group HACKS at 818-246-7286 for information.

September 20-22, 1993

The third MacWorld Expo, titled Canada '93 at the Metro Toronto Convention Centre, sponsored by MacWorld Magazine.

September 21-23, 1993

Unix Expo '93 in New York City, New York.

If you have an event you would like to include on the Z*Net Calender, please send email vai GENie to Z-NET, CompuServe 75300,1642, or via FNET to node 593 or AtariNet node 51:1/13.0

THE UNABASHED ATARIOPHILE

By Michael R. Burkley

I survived my vacation. To keep the peace in my family I didn't even take my ST along ("Greater love has no one than this..."). I have to admit though, that the morning after I arrived in Saugus, MA found me in the local Lit'l Peach perusing the magazine racks. I finally found what I was after--a copy of "The Want ADvertiser." I bought it "just in case" there were some good deals to be found. When I brought it home my wife's only comment was "I expected as much."

Have you ever noticed that there are loads of used IBM's, Mac's, and Amiga's for sale, but not many ST's? Of course, part of that just might be that there are fewer ST's out there to start with, but I think that a major factor in that dearth of used Atari's is that once a person grabs on to an ST he or she tends to hold on to it!

This week I thought I would write about a series of programs by Uncle Carl, or as the world at large knows him, Carl J. Hafner. Uncle Carl is a capable and multi-faceted individual. He is a performing musician, the owner of a music business, a nice guy, and much more. Part of the "much more" is that he programs his ST using GFA Basic, and he shares his programs with others. I am personally aware of over 26 programs and files that he has produced (he updates them continuously as well). Ranging from time traveling detective text adventures to GFA Programming helps, to superb applications like his disk librarian or Hard Disk security system, these programs show his wide range of interests and his considerable skills in programming (and excellent imagination as well!).

Have you ever used one of those programs that (supposedly) allow you to convert all of your archived files to another format, only to find out that the program didn't work? That's because most (if not all) of such programs before now were tied to a specific version of an archiver. BELIEF (pronounced: BELL*EFF) is Uncle Carl solution to that problem. He has created a program that will work on compression programs past, present, and future. Now if you have a zillion ARC (or other format) files and want to save space you can just convert them over to LZH with minimal effort. Docs included. SHAREWARE.

Another useful program, especially for you musicians out there, is MidiNote v.1.6. MidiNote displays incoming MIDI notes, pressure, program change, pitch bend, channel and sustain. This can be useful for determining MIDI values from within programs which do not display this information until you've already recorded something. It works as either a program OR accessory, in ALL resolutions, and can be repositioned anywhere on the screen so that it does not interfere with the screen information you may need. ST/STe/TT compatible (includes TOS 2.06). SHAREWARE.

Ocultar v.2.5D is a program that will protect your Hard Disk from unauthorized access through the use of a User Defined Password. You can make your disk _secure_ if you want. No one is getting into your computer if they don't have the password. This version adds a new even more feature-packed interface that allows up to 10 users with their own passwords, bootup configuration and file maintenance options. Color or mono. ST/STe/TT (in ST rez) compatible (this includes TOS 2.06). Docs included. SHAREWARE.

The final utility program I'll mention (though he has written many more) is UNCLE v.3.8D. This is a fully working copy (NOT a demo) of Uncle Carl's Famous Disk Librarian Version 3.8D (revised April 17, 1992 to make it ST/STe/TT, TOS 2.06 compatible in all ST rez). Uncle Carl's Famous Disk Librarian, is a SHAREWARE disk cataloging utility. This is simply the most capable disk librarian that I have ever seen. It does everything you want it to do (that is, in regard to disk cataloging!). It allows you to SHOW or PRINT COMPLETE disk directories. Selectively search through drives A-P. You can SAVE the information you retrieve to any of 3 file types, all of which are saved in ASCII format! He has even included a full Text Editor! The original description I wrote went on for two pages! I highly recommend this file. Color or mono. Docs included.

I don't want to give the impression that Uncle Carl has only written serious, hard-working applications. He also lets us have a lot of fun! Here are some of my favorites among the many he has written.

CopyCats 2 is a "Simon" type game in which you are challenged to mimic a computer generated sequence of selected boxes. Difficulty levels and presentation speeds are ALL user definable, making it absolutely impossible to lose all the time! CopyCats can also be picked up and moved anywhere on the screen. ST/STe/TT compatible (TOS 2.06, too!) in all ST/TT resolutions.

"A Journey In The Past," is the first adventure in the Grampa Howard Mysteries. In this program you are transported 100 years back in time in an attempt to help Grampa Howard find and defeat Dr. Malvert. All is not as it seems however, due in part to the time displacement drag coefficient (of all things). Therefore, what seems to be obvious may not be that way at all! This text adventure makes you work! I like it! SHAREWARE.

MIDI Strobe Version 1.4 is a program that interprets a note on/off command as an instruction to generate a random color. Therefore, the faster you play, the faster the program changes the screen's colors. It will run on a color or mono ST (but the color changes do get boring with a mono monitor!). It requires a MIDI keyboard to be connected to your ST to run.

That's it for this week! What are your favorite PD/Shareware programs? Please let me know. I'm always looking for programs to boast about. After all, I'm the Unabashed Atariophile! It's time to fire up the modem and send this off.

```
##### SALES DOOR V4.00
##### Press Release
##### -----
```

(c)1992, PERIGEE SOFTWARE CORPORATION

The On-Line Sales Door Perigee Software Corporation

The The On-Line Sales Door is a software package that allows people to remotely access your computer's database of information with their computer, a modem and a telephone line, without leaving the comfort of

their home or office.

They have the ability to view pictures of what is in your database, place orders (if you install it as an on-line sales system), and obtain as much detailed, visual and/or text information that you would like to present to them.

This software package can help you open up a world of contacts and customers that you never dreamed of being able to reach before. It's inexpensive, easy to install, and a snap to use, even if you have no data communications experience.

For you more technically inclined individuals, the software was programmed using a combination of Turbo Pascal *, QuickBasic *, Btrieve * Btree * and Assembler *. It has a fully functional relational database, is Novell and DOS Share * compatible, supports high-speed data transmission and operates in the MS-DOS * environment.

Minimum hardware requirements are as follows :

DOS v 3.3 or higher
512K FREE conventional memory
40 MB Hard Drive
4 MB must be free to install to the hard drive
Monochrome monitor with ANSI loaded

Features and Benefits :

Handles Up To 10 Telephone Lines Before Upgrade Required
High Resolution Item Picture Viewing
Unlimited Item Database Capacity
On-Line Order Placement
Downloading of Orders
Keyword and Category Searching
Automated Credit Card Verifications
Multiple Tax, Freight and Weight Calculations
Automatic Printing of Orders/Invoices
Multi-Node and Network Compatible
Multiple Languages Supported, English, French, etc.
Stores and Retrieves Customer Data On-Line
High Level of Security
24 Hour Order Taking Capability
Customer Product Browsing at their leisure
Minimal Staffing for Inquiries and Order Taking
Multiple Tax Tables and "Foreign Order Awareness"
User Definable Invoices
Automatically Detects Your Systems' Hardware Upon Install

For More Information, Contact Perigee Software Corporation
Tel (416) 444-2290
BBS (416) 444-7358

ADDITIONAL FEATURES

Other functionality, too extensive to detail here, includes multicountry tax tables, full relational database technology, user controllable installation and configuration, full mouse and modem support, maintenance and conversion programs for database management, multikey search capability, and a complete online help system. The commercial version of the product comes with bound manual and a full one year

telephone support service.

Another big plus to our system is that it has been in the 'shareware world' for the past four years and is viewed there as one of the best products of it's kind. It is because of this response to our product that has lead us to the decision to produce a commercial version as well this year. We still continue to enjoy a large success in the shareware world, hence this documentation refers to both versions of the software.

SALES DOOR BBS SUPPORT

The following is a list of BBSes now directly supported by both VisuaLink Database System and The On-Line Sales Door.

Should your BBS be one of the systems that does not support User Membership Upgrades and/or Message Base Access, please contact THEM and ask their technical support staff to supply us with the database structures for their user and message databases. We will attempt to include this functionality in future releases.

COMPATIBILITY

No Door Manager Required, Supports BBS User Membership Upgrades On-line and Message To Sysop That Orders Have Been Placed.

BBS Type	File Used
=====	=====
PCboard 14.x	PCBOARD.SYS,PCBOARD.DAT
Feathernet	PCBOARD.SYS,PCBOARD.DAT
QuickBBS 1.0x - 6.2x	DORINFO1.DEF
RemoteAccess 1.10/1.11	DORINFO1.DEF
RyBBS	CURRUSER.BBS
SuperBBS	DORINFO1.DEF
Telegard BBS	DOOR.SYS
Wildcat 3.xx	DOOR.SYS
QuickBBS 2.75	DORINFO1.DEF
Swift BBS	DORINFO1.DEF

Supports BBS User Membership Upgrades BUT NO Message Importation

BBS Type	File Used
=====	=====
GAP Communications	DOOR.SYS

NO BBS User Membership Upgrades AND NO Message importation

BBS Type	File Used
=====	=====
PCBoard 12.x	PCBOARD.SYS,PCBOARD.DAT
2AM-BBS	JUMPER.DAT
Auntie BBS	AUNTIE.SYS
Doorway (All Versions)	DOOR.SYS,GRAPHICS.SYS
EIS-PC	DORINFO1.DEF
Emulex	PCBOARD.SYS
FCP/Emulex	PCBOARD.SYS
Fido BBS	DOOR.SYS
Force! (tm)	DOOR.SYS
FoReM	DORINFO1.DEF
Forum-PC	USERINFO.TXT
GT Power Host	GTUSER.BBS

Genesis Deluxe	CALLINFO.BBS
Magpie	DOOR.SYS
Maximus 2.0	DORINFO1.DEF
Milton Gameworks	USERINFO.TXT
ModuleX	NUMBER.TXT
Odessey BBS	NUMBER.TXT
Omegacom BBS	DORINFO.DEF
Opus-CBCS	DOOR.SYS
Phoenix RCS	INFO.BBS
PILOT BBS	CHAIN.TXT
Professional OLEcom	DORINFO1.DEF
RBBS-PC16.x	DORINFOx.DEF
RBBS-PC17.x	DORINFOx.DEF
Searchlight BBS	PCBOARD.SYS
Spitfire BBS	SFDOORS.DAT
TAG BBS	DOOR.SYS
TP-Board	DORINFO1.DEF
Wildcat 1.xx	CALLINFO.BBS
Wildcat 2.xx	CALLINFO.BBS
WWIV	CHAIN.TXT
XBBS	USERINFO.XBS
DCI	DORINFO1.DEF
MaxiHost	DORINFO1.DEF
Osiris	DOOR.SYS
Executive Host	DORINFO1.DEF
TriTel	TRITEL.SYS
PowerBoard BBS	DOOR.SYS
Citadel BBS (TurboCit)	OUTPUT.APL
Citadel BBS (FredCit)	OUTPUT.APL
Virtual BBS	CHAIN.TXT
TriBBS 3.0	DOOR.SYS
Boyan	DOOR.SYS
Dark Star	PCBOARD.SYS,PCBOARD.DAT
Eazi Host	DORINFO1.DEF
Fornax	DOOR.SYS
GS BBS Ver 3.02	DORINFO1.DEF
JDR BBS	PCBOARD.SYS,PCBOARD.DAT
Lora BBS	DORINFO1.DEF
LA - BBS	DORINFO1.DEF
Mach-10	DORINFO1.DEF
Max!BBS	DOOR.SYS
MaxiHost	DOOR.SYS
MegaHost	DOOR.SYS
ProBBS	PCBOARD.SYS,PCBOARD.DAT
ROS BBS	DOOR.SYS
ROVER BBS	PCBOARD.SYS,PCBOARD.DAT
TurBoard	DORINFO1.DEF
TPBoard	DOOR.SYS
Ultra BBS	CALLINFO.BBS
ProBoard BBS	DOOR.SYS

THE TECH ROOM
Reprint from October AtariUser Magazine

The following article is reprinted in Z*Net by permission of AtariUser magazine. It MAY NOT be further reprinted without specific permission

of AtariUser. AtariUser Magazine, 249 North Brand Boulevard, Suite 332
Glendale, CA 91203 Telephone/Voicemail: 818-246-6277, FAX: 818-242-2129

"Thanks for the memories...."

Have you heard terms like cache memory, TT fast memory and TT slow memory, and wondered what they meant? Well, they aren't really hard to understand, and knowing what they mean will give you a better feel for how your Atari computer works.

Several kinds of memory reside in your Atari ST or TT, and the computer moves information from one kind of memory to another. The information stored and moved makes up both programs and the output data of those programs. Inside the computer there are also permanent programs, called the operating system. In Atari's case, it's named TOS ("The Operating System" or "Tramiel Operating System", your choice).

TOS is built into a kind of memory called read-only memory (ROM), which may be read but not rewritten. It was set up at the factory, and can never be changed except by chip replacement. The rest of the memory in your computer is "random access memory" or RAM. This memory can be read or written to, and is used to store all the temporary programs and data.

While the ROMs retain their information even when the power is turned off, the RAMs lose everything they hold if the power is off. The word "volatile" is used to describe this capacity; RAM is volatile, ROM is non-volatile.

Inside an Atari computer, the RAM is theoretically divided further into two functional parts, although in reality, the memory area is continuous. One part is the screen memory, which holds all the data needed to describe what is being seen on the monitor. The rest of RAM is used for general storage.

Killing Time

The central processing chip (CPU), the 68000, needs to read and write the memory all the time while operating. The display system also needs to read the screen memory all the time, to constantly redraw the picture you are seeing. Since the Atari ST screen memory is really just a part of the regular memory, the CPU changes the picture by simply rewriting the RAM portion that is used as screen memory. But, both the CPU and the screen display circuits are running at the same time. They can't both read the memory at the same time, so they share!

Inside the standard ST, the RAM is capable of being accessed (read or written) four million times a second. The processor and the display system take turns, each accessing memory two million times per second.

One of the differences between an ST and TT is that the TT may have a lot more RAM than the ST. But, to make the software written for the ST work on the TT, Atari made the first four Megabytes of RAM in the TT operate the same as in the ST. In other words, software written for the TT must keep the screen memory within the first four megabytes, which is the maximum size memory the ST was designed to use. But this means that any additional RAM in the TT may follow new rules, and it does!

The first four megabytes are now called standard memory. Anything

beyond that is called fast memory. Because it doesn't need to share its access times with the screen, fast RAM can be accessed at the full four million times per second.

When your computer contains the regular 8 MHz 68000 processor, those two million accesses per second are all it can handle. But, if you have an Atari with a faster processor, whether because it came with one (the TT or Mega STe) or you bought a third-party accelerator, that slow memory rate is slowing you down. If your processor is twice as fast, using TT fast memory will speed up operations. But if you have an even faster processor, you're stuck again!

By the way, this bottleneck is not only an Atari phenomenon. All those PC's out there suffer from this in spades. One answer to the problem is to move processes that are "normally" done in the bottlenecked RAM to other, faster memory.

Now, ROM chips (for TOS) that are fast enough to be accessed at a higher rate are expensive. In the ST and TT, TOS is always accessed at the slower (original ST) rate, so cheaper chips can be used. But, a copy of the operating system can be written into very fast RAM, so that the processor can read there for operating routines, instead of ROM. And since this memory is as fast as the CPU, there is no slow down. Fast memory used for this ROM copy purpose is called "shadow RAM".

Fast memory is still too expensive to be used to replace all RAM. But no program uses the entire RAM at any one time, so it's possible to copy a portion of regular RAM containing program code and/or data to fast chips, so that the processor can access them much faster. Fast memory used in this manner is called "cache RAM".

The complications of cache RAM involve deciding which portions of RAM to copy, and when, and when to put the data back into RAM. So there is software (and sometimes special hardware) to manage the very fast RAM. Of course, shadow and cache RAM only are useful when your CPU is capable of faster processing than your standard RAM can support.

Another kind of memory we should mention is "virtual" memory. Sometimes a program requires a great deal of RAM to operate, usually to hold a large amount of data to be processed. But the program may need to read only a portion of this at any one time. So, some clever supervisory software can jump in, grab the data in RAM and write it out to a temporary file on the hard drive, and then read in the next data to worked on from the drive and put it in RAM.

Reading and writing to hard drives can be so quick that you don't notice it. The program you're using doesn't know that it is swapping memory to disk--it's as though the computer had as much memory in it as your hard drive has available. Some Atari programs, like Calamus SL and Touch Up, do this operation by themselves. Virtual memory is also what makes Windows on the PC's possible.

"Memories are made of this..."

So far, we've described the different uses of memory in Atari computers. Now let's sort out the alphabet soup of the memory chips themselves: DRAM, SRAM, VRAM, EPROM, EEPROM, and the latest, Flash RAM.

Above, we spoke of RAM and ROM. These stand for Random Access Memory and Read Only Memory, which says something about them, but not

everything. Though it might be confusing, a ROM is also "random access memory!" That only means you may access (read or write) any memory location on the chip with no regard to the last, previous access you made.

There are non-random access memories too. In a "shift register," for example, all the data is stacked up, like in a tube. You can shove data in at the top, and take it out at the bottom, but to get at something in the middle, you have to push out everything in front of it. This is fine if you will be using the data only sequentially, in the order it was stored.

ROMs

A ROM (sometimes called Masked ROM) is a memory chip whose data is etched in place during manufacture, and can never be changed. A PROM (Programmable ROM) comes without anything written to it. The user "burns" in the data he wants, but then it cannot be rewritten. An EPROM (Erasable PROM) has a mechanism that can erase all the programmed info at one time, so that the PROM can be reused. An EEPROM (Electrically Erasable PROM) can also erase old data, but usually one byte at a time, so you can selectively rewrite only portions of it.

RAMs

Nearly all of the RAMs most people have ever seen are either DRAM or SRAM. DRAM (Dynamic RAM) is made from cells of one transistor for each bit it stores. SRAM (Static RAM) is made of cells that use four to six transistors for each bit.

The data stored in a dynamic cell will fade and be lost in just a few thousandths of a second if the computer doesn't read the row of bits where it resides. The reading causes the electrical charge on the cell to be refreshed and renewed for another few thousandths. The need to keep reading every bit of data over and over (whether you're using the data or not) makes for slower access to the data you really want. But dynamic RAM chips are denser, able to store more bits on the same size chip than static RAMs, so they're cheaper.

Static RAMs cost more, but since they don't need to be refreshed, they can let you work much faster. You don't need to keep addressing all the rows all the time, making memory fetches both time and power efficient. Because they can be made so very fast, SRAM is used for cache and shadow memories. Although it's not done in any Atari computers except the ST Book, the static RAM's power can be backed up using a battery. This means you can retain the information even if the computer is off, using SRAM as a form of non-volatile memory.

Another kind of RAM you sometimes hear mentioned is VRAM or Video RAM. This is really a regular DRAM combined with a shift register. These devices are useful for holding the screen data for computers like PC's that can't keep up with the screen while doing other business, a function that isn't needed in ST/TT's. What makes them faster for this work is the VRAM's ability to transfer a whole bunch of words between the two kinds of memory in one access time, all within the same chip. Instead of having just sixteen or thirty-two data lines between them to transfer information, there can be a thousand or more!

Some new RAM devices of which you're likely hear more soon, are Flash memory and synchronous dynamic cache RAM. Flash RAM is a cross between

ROM and RAM. It uses only one transistor per bit, and a captured electrical charge tells it whether to be a one or a zero, but it doesn't have to be recharged every few milliseconds. The write process takes a lot longer than the read, and the electrical charge must be really heavy. Flash memory keeps its data when the power is off, like a ROM, but it's possible and reasonable to rewrite individual bytes, like RAM. Flash memory won't replace regular RAM because writing takes too long, but it'll be used in special situations like floppy and hard disk replacements.

We spoke of cache RAM, usually made of SRAM, with cost keeping us from using very large cache memories. A new device, the synchronous dynamic RAM, is a large DRAM combined with a smaller, fast SRAM. Called EDRAM by some manufacturers, the SRAM part is used as a cache memory, like normal, and the DRAM part is used for regular RAM memory. But, like the VRAM, there can be a thousand data lines inside, connecting them, and lots of data can be exchanged in one access time. This means the cache memory can work much more efficiently than with two separate chips. This idea should make cache memory cheaper and more popular in new computers.

Here's to pleasant memories! -- Norm Weinress

BIO: Norman Weinress is AtariUser's electronic elder statesman. A veteran of the early days of computing, his current projects include enhanced graphics systems for the Atari computers.

```
##### SCSI TAPE BACKUP FOR ATARI ST
##### Captured from the GENIE ST RT
##### -----
```

There are two major technologies in today's desktop tape drive market; QIC (Quarter Inch Cartridge) at the low end and midrange, and DAT (Digital Audio Tape) at the high end. The dividing line is about 1MB capacity.

DAT is a new technology. DAT drive capacities are quoted in gigabytes. Conventional QIC drives have capacities up to 525 megabytes.

Common Tape Drive Interfaces:

QIC-02	--- intelligent hardware tape interface
QIC-36	--- simple hardware tape interface
QIC-104/11	--- SCSI-1 tape interface
QIC-121	--- SCSI-2 tape interface

These standards describe the drive controller. The SCSI standards are only rarely cited by number; usually, QIC-104 and QIC-121 devices are referred to simply as "SCSI drives".

Common Recording formats:

QIC-24	--- 9-track 60-Mbyte tape format
QIC-120	--- 15-track 125-Mbyte tape format
QIC-150	--- 18-track 150-Mbyte tape format
QIC-525	--- 26-track 525-Mbyte tape format

Common media:

DC600A	---	for QIC-24 and QIC-120 drives
DC6150	---	for QIC-150 drives
DC6525	---	for QIC-525 drives

All 150MB QIC type drives can do 250MB on extended-length tapes, though some manufacturers discourage you from doing this to avoid excessive head wear.

The interface used on the Atari ST is SCSI. Beckemeyer Development offers "SCSI Tape Kit" software that allows one to use a standard SCSI compatible tape drive with the Atari ST computer; virtually any SCSI QIC tape drive should work. Most SCSI DAT drives will also work with the Atari ST "SCSI Tape Kit".

QIC-36 drives may be used by using a separate SCSI controller. Most QIC-02 drives have a separate QIC-02 to QIC-36 controller board which may be replaced with a SCSI controller board. Older 60MB QIC drives are available on the surplus market, typically at a very low cost (often under \$200).

Compatible SCSI controllers for using older QIC-36 drives:

Adaptec	ACB-3530
Emulex	MT-02

These SCSI to QIC-36 controllers were often used in early Unix workstations, such as Sun, HP, Apollo, Silicon Graphics etc.

When assembling your own tape subsystem, it is a good idea to use standard SCSI connectors. This way your tape drive can be use with any SCSI system, including IBM compatibles, Macintosh, Sun, Next, and others.

Common SCSI external cable connectors:

Centronix	---	IBM-compatible (recommended)
50-pin D	---	older Sun equipment, obsolete
SCSI-2	---	Sun Sparc, Next, others
25-pin D	---	Macintosh "SCSI"

Centronix cables are the most common and the least expensive. The older 50-pin D-type connectors are not recommended, nor are the Mac style 25-pin D-type connectors. The newer SCSI-2 cables and connectors are more expensive and more difficult to obtain than Centronix cables.

SCSI Tape Product Listings:

Beckemeyer Development offers pre-wired SCSI drive enclosures, including all internal cables, SCSI ID selector switch, 50-pin Centronix-type connectors, Centronix external cable, and power cable. Beckemeyer Development also offers bare SCSI drives and complete tape subsystems.

Software:

SCSI Tape Kit Plus Hard Disk Toolkit	\$ 49.95
SCSI Tape Kit (drivers only, no backup SW)	\$ 20.00

Drive Enclosures:

5.25" half-height	\$119.00
5.25" full-height	\$199.00

Bare Drives:

Wangtek 5150ES 150MB (refurbished)	\$375.00
Wangtek 5150ES 150MB (new)	\$658.00
Archive Viper 150MB (new)	\$661.00

Complete Tape Subsystems:

Wangtek 150MB (new case, refurb. drive)	\$499.00
Wangtek 150MB (new)	\$864.00
Archive 150MB (new)	\$950.00

This article downloaded from the GENIE ST Roundtable!

```

# # #
**--DELPHI SIGN-UP--**      **--GENIE SIGN-UP--**
=====|=====
To sign up for DELPHI call | To sign up for GENIE call
(with modem) 800-695-4002. | (with modem) 800-638-8369.
Upon connection hit return | Upon connection type HHH
once or twice. At Password: | and hit return. Wait for
type ZNET and hit <return>. | the U#= prompt and type in
                           | the following: XTX99436,
                           | Genie and hit return.
=====|=====
**--COMPUSERVE SIGN-UP--**
To sign up for CompuServe service call (with phone) (800)
848-8199. Ask for operator #198. You will then be sent a
$15.00 free membership kit.
=====
**--ATARINET INFORMATION--**
If you'd like further information or would like to join
AtariNet-please contact one of the following via AtariNet
or Fido: Bill Scull Fido 1:363/112 AtariNet 51:1/0, Dean
Lodzinski Fido 1:107/633 AtariNet 51:4/0, Terry May Fido
1:209/745 AtariNet 51:2/0, Tony Castorino Fido 1:102/1102
AtariNet 51:3/0, Don Liscombe AtariNet 51:5/0, Daron
Brewood Fido 2:255/402 AtariNet 51:6/0. You can also call
the Z*Net News Service at (908) 968-8148 for more info.

=====
Reprints from the GENIE ST Roundtable are Copyright (c)1992, Atari
Corporation and the GENIE ST RT. Reprints from CompuServe's AtariArts,
AtariPro, AtariVen, or Aportfolio Forums are Copyright (c)1992, CIS.
=====
Reprints from AtariUser Magazine are Copyright(c)1992, Quill Publishing.
You can subscribe and read ALL of the informative articles each and
every month by contacting Quill at (818) 246-6277. For $15.00 you will
receive 12 issues. Send your payment to AtariUser Magazine, 249 North
Brand Boulevard, Suite 332, Glendale, California, USA, 91203. Foreign
delivery is $30.00 in US funds.
=====
Atari is a registered trademark of Atari Corporation. Atari Falcon030,
TOS, MultiTOS, NewDesk and BLiTTER, are trademarks of Atari Corporation.
All other trademarks mentioned in this publication belong to their
respective owners.
=====
**--** Z*NET OFFICIAL INFORMATION **--**
=====

```

Z*Net Atari Online Magazine is a weekly online publication covering the Atari and related computer community. Material published in this issue may be reprinted under the following terms only: articles must remain unedited and include the issue number and author at the top of each article reprinted. Reprint permission is granted, unless otherwise noted at the beginning of the article, to registered Atari user groups and not for profit publications. Opinions present herein are those of the individual authors and do not reflect those of the staff. This publication is not affiliated with the Atari Corporation. Z*Net, Z*Net News Service, Z*Net International, Rovac, Z*Net Atari Online and Z*Net Publishing are copyright (c)1992, Syndicate Publishing, PO Box 0059, Middlesex, NJ 08846-0059, Voice: (908) 968-2024, BBS: (908) 968-8148, (510) 373-6792.

=====

Z*Net Atari Online Magazine

Copyright (C)1992, Syndicate Publishing - Ron Kovacs

=====